using System;

using UnityEngine;

namespace UnityStandardAssets.Vehicles.Car

{

public class CarSelfRighting : MonoBehaviour

{

// Automatically put the car the right way up, if it has come to rest upside-down.

[SerializeField] private float m\_WaitTime = 3f; // time to wait before self righting

[SerializeField] private float m\_VelocityThreshold = 1f; // the velocity below which the car is considered stationary for self-righting

private float m\_LastOkTime; // the last time that the car was in an OK state

private Rigidbody m\_Rigidbody;

private void Start()

{

m\_Rigidbody = GetComponent<Rigidbody>();

}

private void Update()

{

// is the car is the right way up

if (transform.up.y > 0f || m\_Rigidbody.velocity.magnitude > m\_VelocityThreshold)

{

m\_LastOkTime = Time.time;

}

if (Time.time > m\_LastOkTime + m\_WaitTime)

{

RightCar();

}

}

// put the car back the right way up:

private void RightCar()

{

// set the correct orientation for the car, and lift it off the ground a little

transform.position += Vector3.up;

transform.rotation = Quaternion.LookRotation(transform.forward);

}

}

}